

ALL-NEW! ALL-ACTION! ALL-SEGA!

No. 4 10th JULY 1993
Every Fortnight

Britain's
OFFICIAL
SEGA
COMIC

Sonic the comic

95p

starring

SONIC
THE HEDGEHOG



with

GOLDEN AXE

and

**WONDER
BOY**

plus

SHINOBI

**CLAWS OF THE
MONKEY KING!**



NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

You're amazing! No sooner had I mentioned in my last Welcome Screen that the humes-who-think-they-are-in-charge had been deluged by your letters and drawings, than another tidal wave of them arrived, absolutely swamping the humes. It's a lot quieter round here at the moment. Way to go, Boomers!

If the humes were not buried under your letters I know they'd want me to thank each and every one of you who have taken the time to write or draw something. We'd like to reply to each of you personally but if we did there'd be no time to bring out **STC!** So please accept our heartfelt thanks and look out for the best letters and drawings in **Speedlines**.

One thing may of you wanted to know more about was yours truly, Megadroid. Therefore, due to popular demand (at least two of you), I present the definitive guide to my amazing self elsewhere on this page.

For those of you not wishing to be dazzled by such a fabulous profile (hey, where's everyone going?) there are the latest sensational stories of Sonic, GUNNEX AXX, Suwoni and Wonnor Bar to be devoured.

Sheesh, the things a droid has to do to be noticed!

Megadroid



Meet Megadroid!

NAME:

Megadroid

DESIGNATION:

Multimedia, multi-purpose, editorial server-droid

with enhanced graphics and sound capabilities.

OPERATING SYSTEM: Classified prototype.

MEMORY/STORAGE: Classified, but known to run

into gigabytes.

COMPATIBLE WITH: All current and future Sega

formats.

ORIGIN: Created during a freak accident in a highly secret research lab. All that is known is that a bolt of lightning struck the lab during the test run of an advanced artificial intelligence program. A nearby Mega Drive, used by the scientists during off-duty breaks, seems to have been caught up in the resulting blast. Mysteriously, the scientists and all their notes and computer records have since disappeared. Fault play is suspected.

Megadroid must have escaped the fate of the scientists somehow. All that is known is that, one day, he appeared in the STC offices. With his massive databanks of information on Sega games and characters he was immediately put to work - cleaning the desks and scrubbing the floors!

To this day Megadroid is convinced he is undervalued, underused and better than any of the humans ('humes') running STC!

FAVOURITE COMIC: What do you think?

FAVOURITE FOOD: Plastic, aluminium, glass (he has built-in recycling units).

FAVOURITE SEGA GAME OF THE MOMENT: Flashback (MD).



The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up down non mover new re-entry

MEGA DRIVE

- 1 **new** FLASHBACK
- 2 **down** SUPER KICK OFF
- 3 **new** FATAL FURY
- 4 **re** ECCO THE DOLPHIN
- 5 **down** PGA TOUR GOLF 2
- 6 **down** TINY TOONS: BUSTER'S TREASURE
- 7 **non** SONIC THE HEDGEHOG 2
- 8 **down** ROAD RASH 2
- 9 **re** STREETS OF RAGE 2
- 10 **re** DESERT STRIKE

MASTER SYSTEM

- 1 **up** SONIC THE HEDGEHOG 2
- 2 **down** MICKEY MOUSE 2
- 3 **up** TAZMANIA
- 4 **down** LEMMINGS
- 5 **down** ALIEN STORM
- 6 **up** WIMBLEDON TENNIS
- 7 **up** G-LOC
- 8 **down** DARIUS 2
- 9 **new** TECMO WORLD CUP
- 10 **re** ALIEN 3

GAME GEAR

- 1 **non** SONIC THE HEDGEHOG 2
- 2 **up** MICKEY MOUSE 2
- 3 **non** LEMMINGS
- 4 **down** MICK & MACK: GLOBAL GLADIATORS
- 5 **up** STREETS OF RAGE
- 6 **re** BATMAN RETURNS
- 7 **down** SUPER KICK OFF
- 8 **down** TAZMANIA
- 9 **down** SUPER MONACO GRAND PRIX
- 10 **re** CHUCK ROCK

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PRESENTED BY PENGUIN ELSPA CHARTS COMPILED BY GALLUP

THE EMERALD HILL ZONE.

I'M TELLING YOU, STRIPES, IT WAS SONIC FOR SURE. WHO ELSE CAN SPIN LIKE THAT?

AND YOU'RE SURE HE WAS HEADING THIS WAY, RUFF?

GHEESH! HOW MANY TIMES DO I HAVE TO SAY IT?

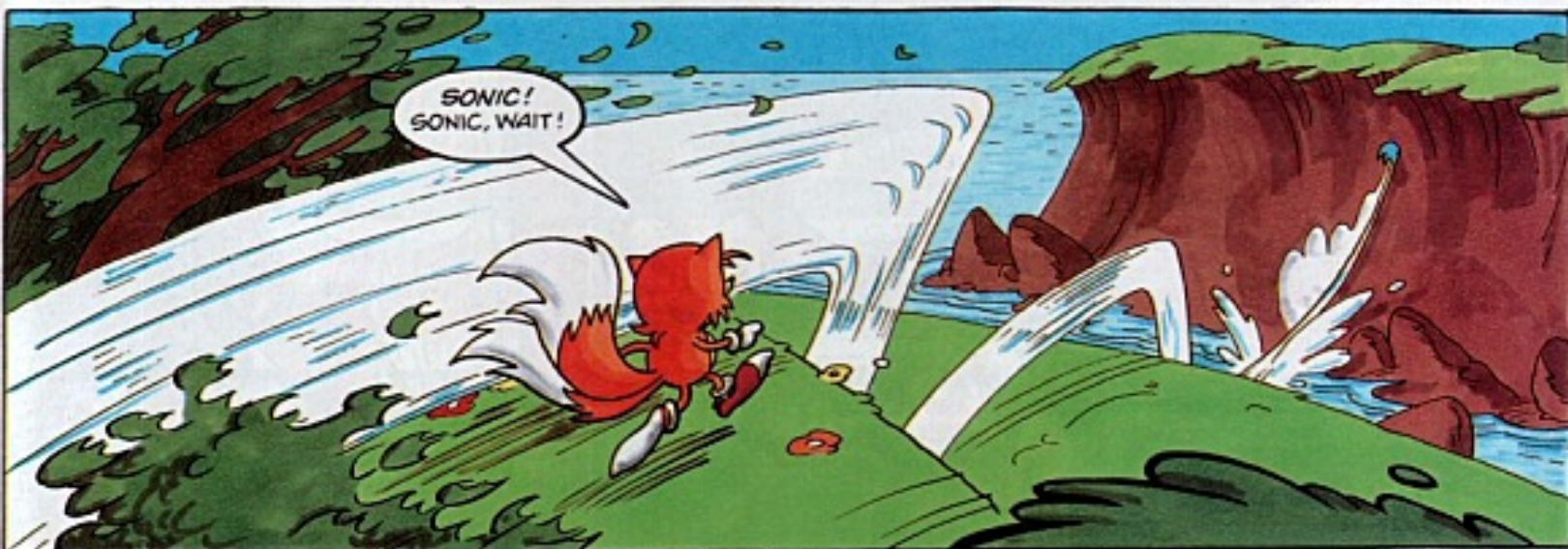
YES! I'M SURE THIS IS THE RIGHT WAY, AND IT WAS DEFINITELY...

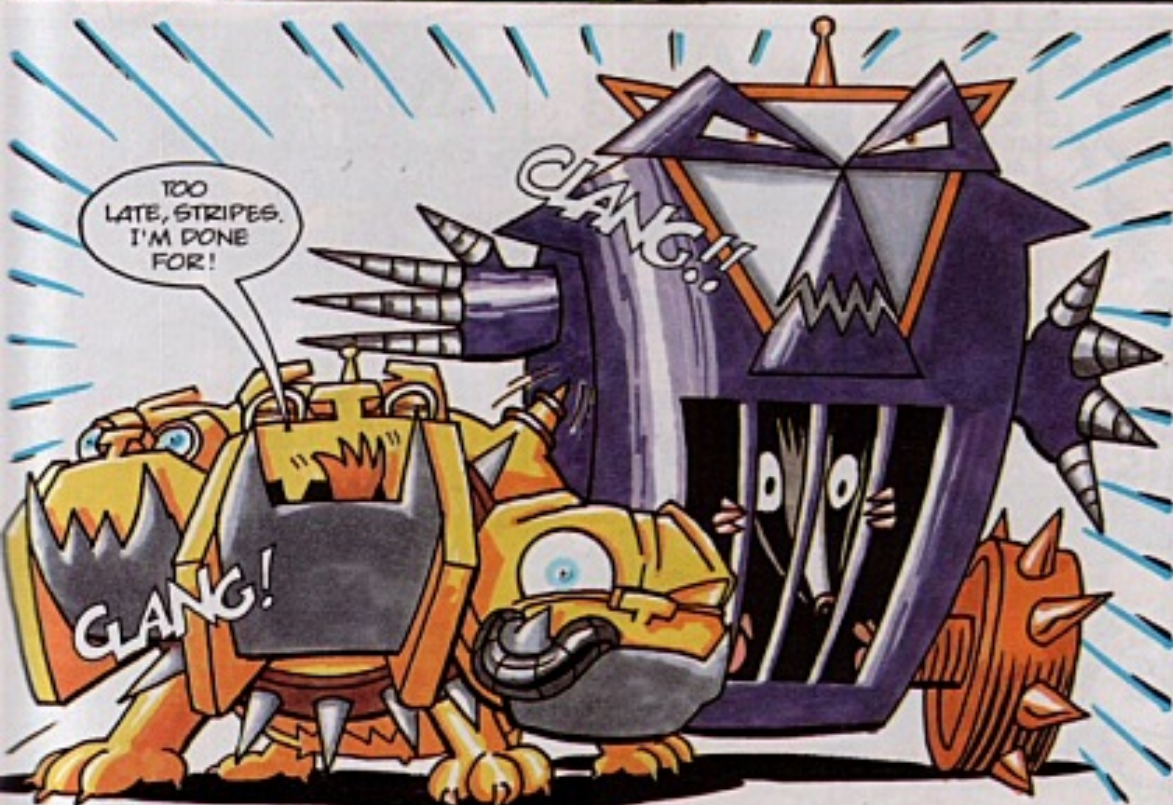
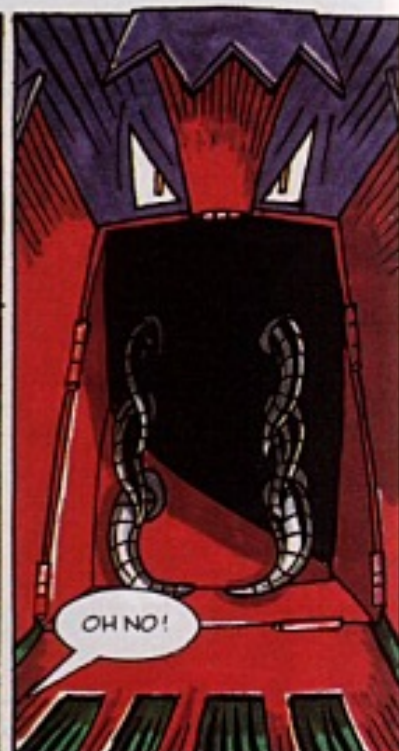
...SONIC?

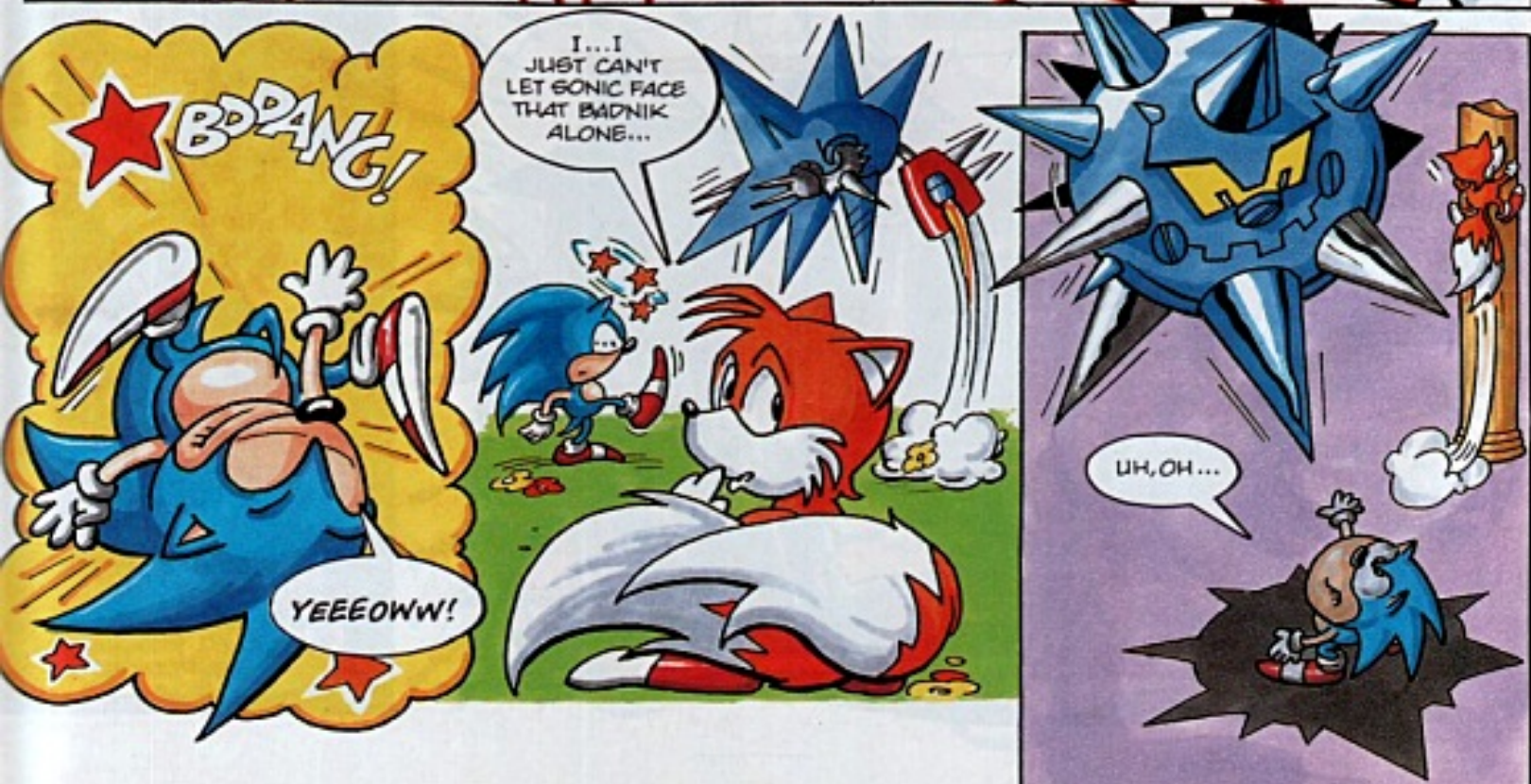
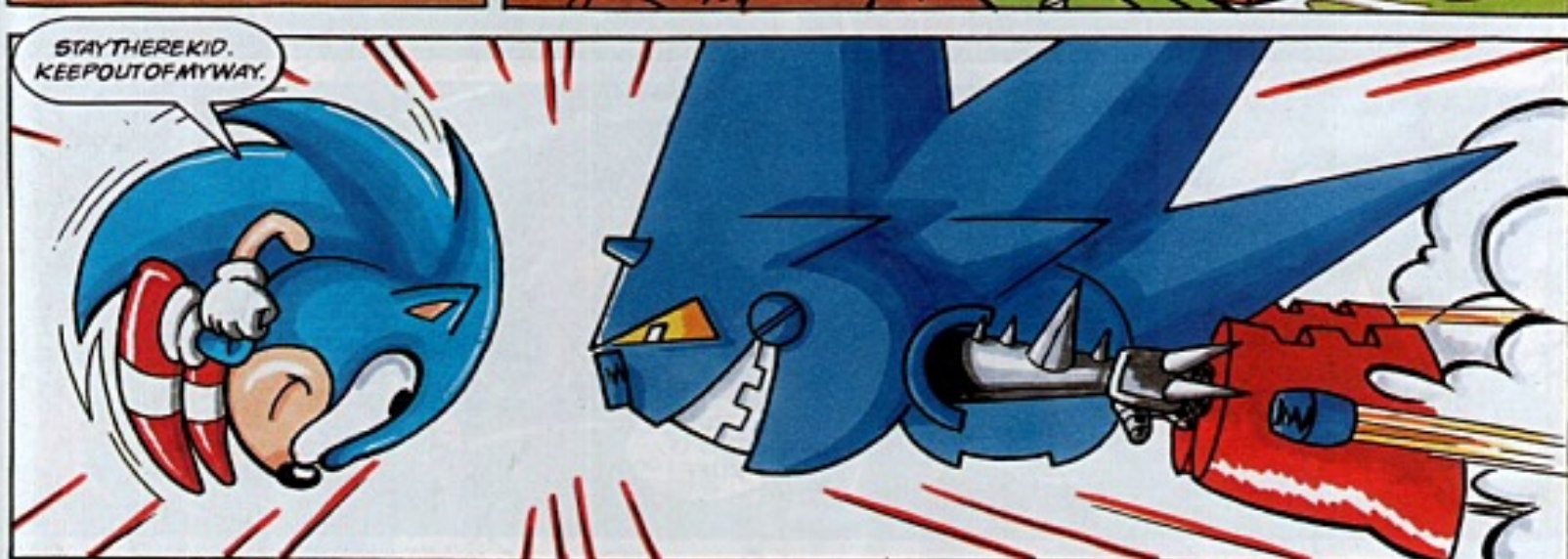
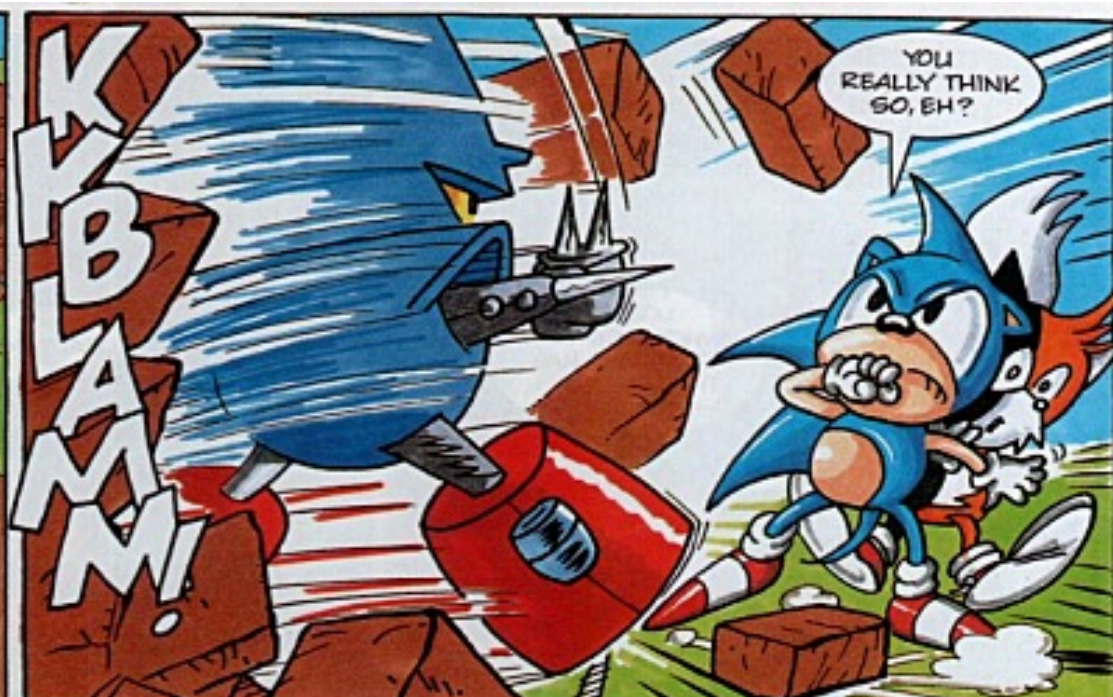
SONIC'S FREAKED OUT! RUN FOR IT!

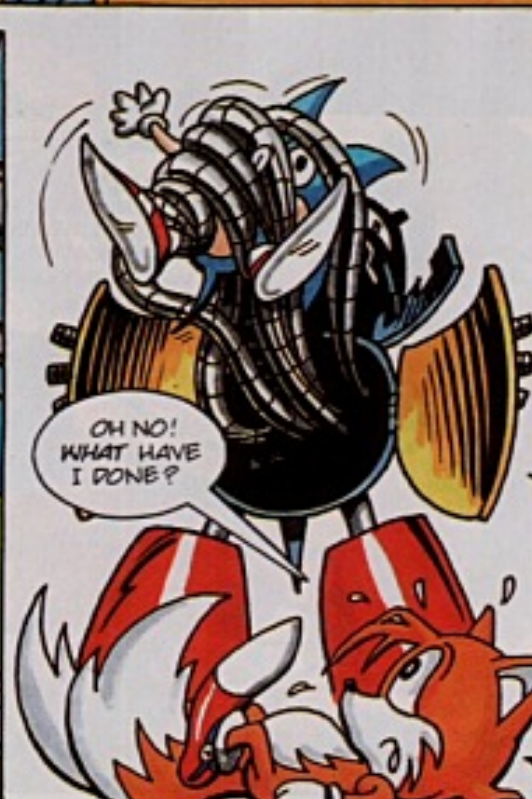
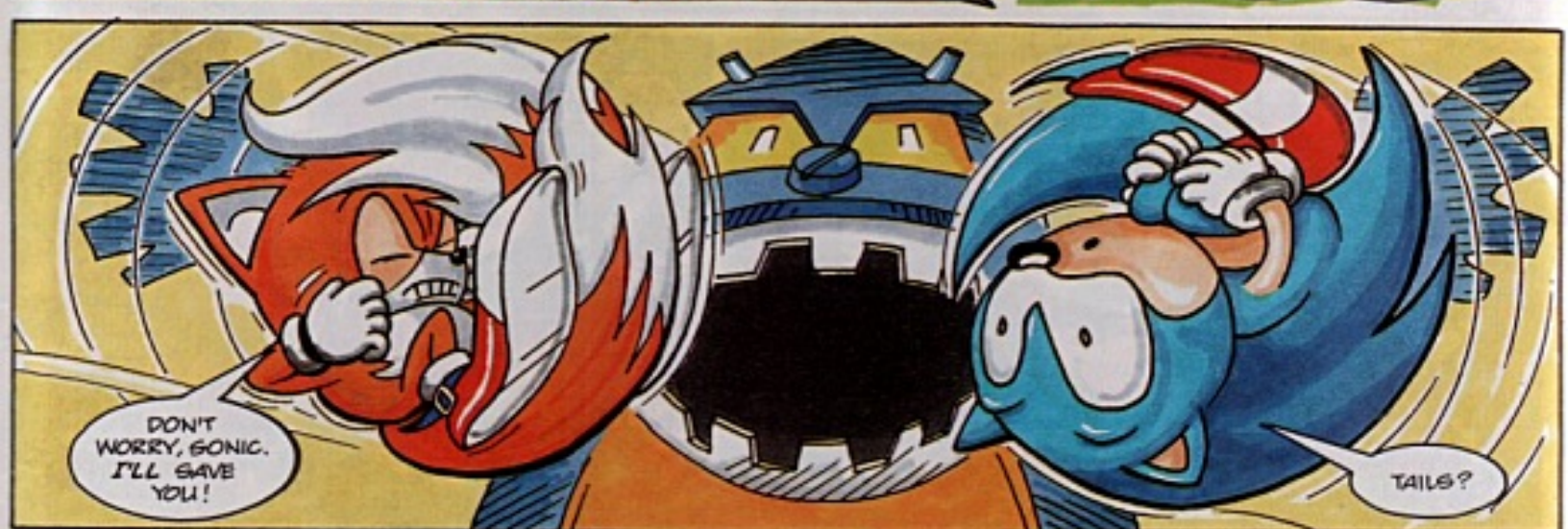
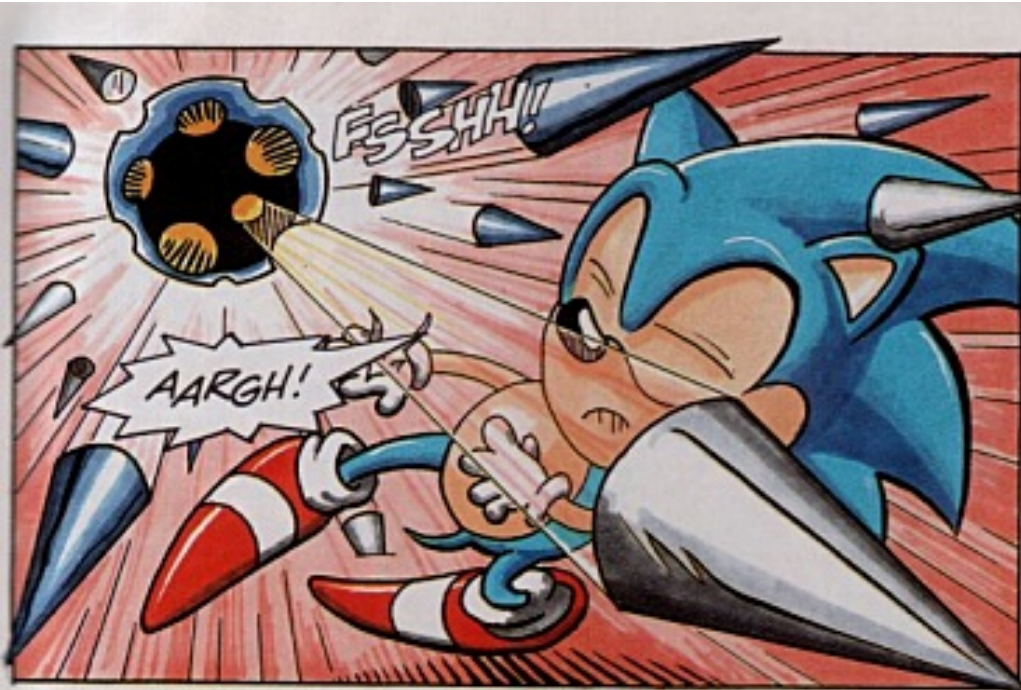
Sonic
THE HEDGEHOG

DAY OF THE
BADNIKS









THIS IS
ALL MY FAULT!
IT'S UP TO
ME TO SAVE
SONIC!



ER,
THAT IS...



DON'T
CONCERN
YOURSELF,
TAILS...

I HAVEN'T
FORGOTTEN YOU
ESCAPED ME
LAST TIME!

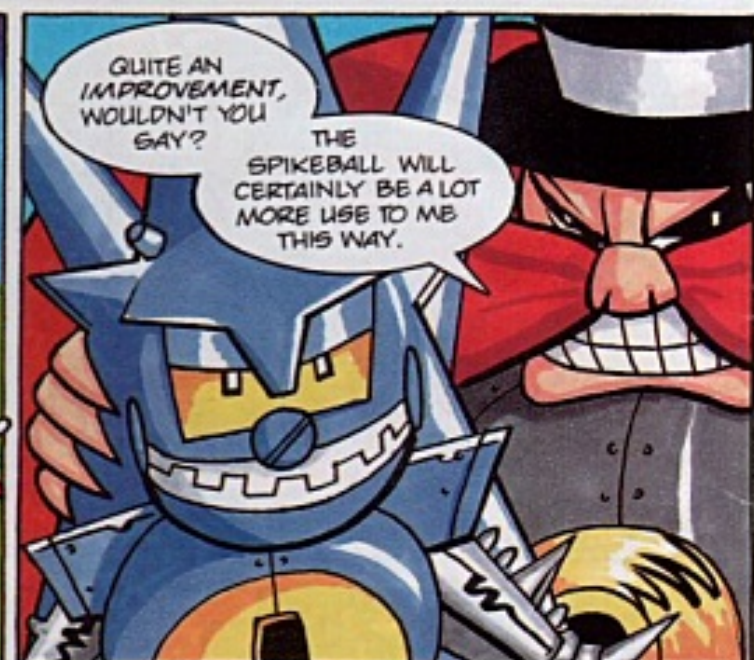


ROBOTNIK!

*SEE STC NO 2
- MEGADROID.

QUITE AN
IMPROVEMENT,
WOULDN'T YOU
SAY?

THE
SPIKEBALL WILL
CERTAINLY BE A LOT
MORE USE TO ME
THIS WAY.



AND I'M GOING
TO NEED ALL THE HELP
I CAN GET COLLECTING
THESE THINGS.

THE
STAR POSTS?
WHY DO YOU NEED
THEM?



WELL,
CONSIDERING THE
SPECIAL ZONE IS MY NEW
BASE OF OPERATIONS, I
DON'T WANT ANY UNINVITED
GUESTS.

AND SINCE
THE STAR POSTS
PROVIDE THE ONLY
WAY IN, I THOUGHT I
SHOULD MAKE SURE
I EGG-STERMINATED
THEM ALL!





REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems. STC REVIEWER THIS ISSUE: Tony Takoushi.

WONDER BOY IN MONSTER WORLD

game type:

DRIVING

1 - 2 PLAYERS



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

Wonder Boy in Monster World is a conversion from the Mega Drive game of the same name. It has all the same gorgeous graphics, twinkly tunes and stupidly addictive gameplay. Wonder Boy now has far more arcade action and fiendish puzzles to solve than ever before.

You are Shion and you have to rid Monster World of an invading army of monsters. You start with just your trusty sword and the most basic boots and clothing.

As you progress through this arcade/adventure romp you have to destroy the weird creatures that confront you. They will release gold coins or hearts to top up your strength. Gold coins can be exchanged in shops for power-ups and extra weapons.

You can call up your vital statistics at any time by hitting the Start button. You then access a series of drop-down menus where you can access weapons, shields, armour, boots, magic and items collected along the way. As you pick them up your drop-down menu will show them as collected and you can pick and choose at will. One of the nicer touches is the choice of magic spells you have, with thunder, earthquakes and firestorms to name but three.

Overall Wonder Boy in Monster World is another classic and if you have any of the previous games then you must get this, it really is that good.

If you are a newcomer to the Wonder Boy series then welcome, you couldn't ask for a better introduction (unless you read the Wonder Boy strip in STC! - Megadroid.) - TT.



FAST FAX

PUBLISHER PRICE

SEGA £29.99

GRAPHICS



SOUND



PLAYABILITY



RAVES

Addictive
action and
puzzles

GRAVES

Slow to get in to

OVERALL

80%



STREETS OF RAGE 2

game type:

FIGHTING

1 - 2 PLAYERS



If you thought Streets of Rage was good then wipe those sweaty palms dry and prepare for round 2!

Streets of Rage 2 is amazing!

It is one year on from the original battle and the evil Syndicate has resurrected itself. Mr X, the head honcho, has kidnapped Adam. Now Blaze and Axel, along with Adam's younger brother, Skate, set out to rescue him.

There is a full options menu with choice of difficulty levels, number of lives, music tracks and sound effects.

Before starting the game you can choose to control Axel, Skate or Blaze. Each character has their own set of skills, strengths and weaknesses. Another nice touch in this follow-up are the special moves each character has, so there is plenty to do and explore with each of the three characters.

All the standard-issue weapons are there, with knives and poles. You also get to top up your energy by picking up food.

Mr X's thugs are as nasty as ever and they now attack in faster and more vicious combos. You can no longer just jump kick everyone in sight, you actually have to start timing and thinking about some moves!

There is a two player option where you can link up two Game Gears with the cable accessory and really get serious.

Music is by the legendary Yuze Kushiro who did the Mega Drive tunes and the Game Gear version has the same funky beat and laid back stroll feel. - TT.



TIME GAL

game type:
ARCADE
1 PLAYER



Those Wolfteam chapples are howling again!

TIME GAL is the latest cartoon arcade to be converted to the Mega CD. You play Time Gal who travels to different time zones and has to overcome the dangers that face her there.

The demo at the start of the game gives you a taste of what is to come with Time Gal fighting off dinosaurs and vicious water beasts.

If the going is too tough then you can go to the option screen and up your lives to four and choose from easy, normal and hard difficulty levels. You can even listen to some groovy game sound effects.

On going into the game you find out what time zone you have entered. Then Time Gal appears and you have to follow the on screen prompts by pushing up, down, left or right or hitting a button to fire. You can also get on screen text prompts to choose from if you really lose your way. On losing all your lives you get the chance to continue up to three times.

The action is varied and the presentation good. TIME GAL offers plenty of scenes to work through and the random choice makes for a challenging game.

- TT

REVIEW

FAST FAX

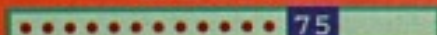
PUBLISHER PRICE

SEGA £39.99

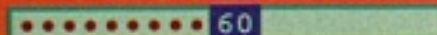
GRAPHICS



SOUND



PLAYABILITY



RAVES

Great cartoon graphics and sound

GRAVES

Little real action

OVERALL

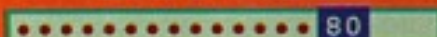
60%

FAST FAX

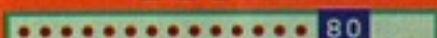
PUBLISHER PRICE

SEGA £24.99

GRAPHICS



SOUND



PLAYABILITY



RAVES

Great graphics, sound, playability and presentation

GRAVES

Nothing but fighting action all the way!

OVERALL

80%



NIGHT IN IBARAKI
PROVINCE, JAPAN.

THE ZED, A RENEGADE NINJA
GROUP, HAVE KIDNAPPED HIS
LADY LOVE, NAOKO, AND HAVE
HIRED THE BEST MARTIAL ARTISTS
TO KEEP HIM FROM HER.

BUT THERE ISN'T A FIGHTER
ALIVE THAT COULD KEEP MUSASHI
FROM THE WOMAN HE LOVES.

HIS NAME IS JOE MUSASHI.
HE IS IN THE STRONGHOLD
OF HIS MORTAL ENEMIES,
THE NEO ZED.

Shinobi

The FEAR Pavilion
part 4

IT IS A STAGE SET FOR
A PEKING OPERA
SHOW. MUSASHI STARES
IN DISBELIEF.

HE KNOWS OF THE GREAT
MARTIAL TRADITION
IN CHINESE OPERA...



HE RECOGNISES THE MONKEY KING IMMEDIATELY. THE CHARACTER IS THE BEST-LOVED OF ALL OPERA CHARACTERS.

KNOWN FOR HIS SENSE OF FUN AND HIS LEGENDARY KUNG-FU PROWESS.

BUT THIS IS NOT THE MONKEY KING.

JUST A NEO ZEED ASSASSIN IN A COSTUME.



JUST A HIRED THUG TO BE QUESTIONED, THEN BRUSHED ASIDE.

I HAVE COME FOR THE GIRL NAOKO. TELL ME WHERE SHE IS SO I MAY LEAVE WITH HER PEACEFULLY.



IT IS AS MUSASHI THOUGHT. NO
WARRIOR OF THE NEO ZEED WOULD
EVER BETRAY HIS NINJA MASTERS.

INDEED, WHAT MAKES A NEO ZEED
FIGHTER UTTERLY FEARLESS IS THE
SURE KNOWLEDGE THAT NO FOE COULD
EVER BE AS CRUEL AS THE SINISTER
ONES WHO RULE THE NEO ZEED.

WHAPP!

THWAPP!

IN THE NEO ZEED,
THERE IS ONLY ONE
CRIME. FAILURE.

AND ONLY ONE
PUNISHMENT. SLOW
AND TERRIBLE DEATH.

WHOCK!

Hired thus or not, the
man's knowledge of the
famous monkey-style kung-
fu is extraordinary.

EEEEK!
EEEEEEK!

IT IS THE FEAR OF
THAT PUNISHMENT,
AT THE HANDS OF
THE FOUR, THAT
DRIVES ANY NEO
ZEED ASSASSIN
EVER ONWARDS.

THWAPP!



BUT ONCE MORE THE SHADOW OF THE FOUR, THE NINJA EXECUTIONERS WHO COMMAND THE FOOTSOLDIERS OF THE NEO ZEED, HAS DEFEATED MUSASHI.

WITH THE COMBINED MIGHT OF THEIR ELEMENTAL POWERS, THEIR COMMAND IS ABSOLUTE.

EEEEK!
EEEK!

EEEK!

TIME IS RUNNING OUT...

MUSASHI MUST MOVE DOWN TO THE NEXT LEVEL AND DEFEAT HIS NEXT OPPONENT IF HE IS TO FREE NAOKO BEFORE SHE CAN BE TAKEN OUT OF HIS REACH ONCE MORE.

PERHAPS THIS TIME, MUSASHI CAN PRY SOME USEFUL PIECE OF INFORMATION THAT WILL HELP HIM FREE NAOKO.

LET THEM SEND THEIR BIGGEST WARRIOR. MUSASHI IS READY.

NEXT: THE BIGGER THEY COME...

Sega's Show Sensations

Huge crowds flocked to Sega's CES stand in Chicago to witness the hottest new items in video gaming.

HOT HARDWARE

VR FOR THE HEAD

An actual finished, working VIRTUAL REALITY headset was on display, along with a not-quite-finished game. It is sleek and futuristic to look at with fully adjustable width and depth settings to fit even the biggest head. There's also a special focus control.

The good news is this beauty really delivers! Moving your head up, down, left or right shows objects all around you, most of which you can engage in battle.

The VR game on display was IRON HAMMER, a 360-degree shooting extravaganza. You control a radar scope and have to find and destroy swarms coming in from all sides. The picture is in 3D and there's full stereo surround sound.

Even in its unfinished state, the game demonstrated one thing - VR is coming to the Mega Drive and it is coming soon. Sega hope to have the system on sale around Christmas this year in the US at a price of about \$200. It should be available in Europe soon after that.

ACTIVATOR FOR THE BODY

Sega's new Activator controller was being shown off with STREETS OF RAGE 2 for the Mega Drive.

This unique 'total body' peripheral enables the player to stand in an octagonal frame. Leaps, kicks and arm movements high and low break beams of infra-red light and control corresponding moves on the screen. The Activator should be available in the US and Europe later this year. Price has yet to be set.

AWESOME ARCADES

SONIC FOR THE ARCADES

Sonic is coming to the arcades. A new Sonic arcade game console with a 50-inch screen was on show at the CES. The big news is that Sonic has a new sidekick in the game (no details as yet). You control, via a trackball and button, either him or Sonic - or together - as they battle Dr Robotnik across five different lands. You have to collect rings for energy as you beat nasties or leap around.

The graphics are beautiful and the action fast and super-slick. There are plenty of fun touches and the gameplay is fiendishly addictive.

WACKO'S WILD RIDE

One of the biggest hits of the show was the A51 simulator. This mini-van size special simulator unit can hold up to eight people at a time.

The game on display was SCRAMBLE TRAINING, introduced by, of all people, Michael Jackson (oww!). He takes you through the three training stages in the space shuttle you are controlling - engine ignition, combat training and landing.

The graphics are straight out of STAR WARS and the A51 lurches its passengers around on hydraulic jacks, providing a brilliant ride. Look for the A51 in arcades later this year.



The USA is a great place to be at any time, but the place to be each summer is Chicago and the massive Consumer Electronics Show (CES). Here all manner of electronic wonders are revealed from car radios to home cinema systems to...video games!

CES is the place all the major game companies show off the very latest hardware and software. There are also glimpses of amazing new technologies that could transform video gaming as we know it.

STC's super snooper, Tony Takoushi, was despatched to bring back the hottest news of new Sega developments.



IS IT REAL OR IS IT CG2?

Probably the most gob-smacking hardware item at the show was the Indy Racing simulation called DAYTONA NASCAR GRAND PRIX. This showed off Sega's new arcade technology called the CG2 system. It is a 32-bit computer with the ability to produce 300,000 textured polygons with perspective texture-mapping and up to 900,000 vector calculations per second (meaning VIRTUAL RACING-style graphics but far, far better). I couldn't tell whether the images in this game were computer-generated or actual TV footage!



Software on Show

New games by the ton at CES - many for the Sega systems

Most of these titles are so new that there is no definite word as yet as to whether they have been licensed for the European market.



WINTER OLYMPICS from US Gold: Looking hot with great variety and playability.

TOE JAM AND EARL 2: Coming along nicely. Stunning graphics and hot platform action.

ROAD RUNNER: Very, very early version. Graphics very good but limited gameplay.

ALADDIN: Absolutely amazing with real graphics from the hit Disney film.

ETERNAL CHAMPIONS: Sega America's first real attempt to produce a STREET FIGHTER beater. The graphics are enormous and finely-detailed and coloured. Each character has a stack of hot moves and the early version on display was good and playable.

JURASSIC PARK: The summer's big movie has not been ignored by Sega and Nintendo, both had versions on display. Both companies have chosen arcade action as the style with a variety of dinosaur-beating weapons at your disposal. A neat touch is the ability on the Mega Drive version to choose between Grant and Raptor to get through the game.

SHINOBI 3: Mega Drive version almost complete. Masses of new touches and skills to enjoy, from horse riding to surfing!

RANGER X: A scrolling shooter with great graphics and dozens of bullets to avoid.

GUNSTAR HEROES: One of the best shooters of 1993 is almost complete. It has the most incredible graphics and pulse-pounding action you will ever see. New software house Treasure has used special techniques to almost double the normal number of colours seen on the Mega Drive.

DASHIN' DESPERADOS: A one or two-player arcade game where you have to beat your buddy to get the girl. Full of sneaky surprises and really cute graphics.

MORTAL COMBAT (Acclaim): Amazing! Graphics straight out of the arcades. Fast, smooth action.

Worth a quick mention: SPIDER-MAN/X-MEN, BATTLETOADS Vs. DOUBLE DRAGON and ROCKY & BULLWINKLE.



STELLAR FOX: A 3D shooter from Dynamix with a tasty intro and pretty average gameplay.

WILLY BEAMISH and TERMINATOR - both from Virgin: Shaping up well.

LETHAL ENFORCERS: Based on Konami's hit arcade game. The special pack for this game has its own yellow, moulded plastic guns which you have to shoot at the screen.

REBEL ASSAULT: Hot STAR WARS game from JVC. Brilliant film sequences and great shooting action.

MAD DOG MCCREE: Familiar to all you arcade aficionados, soon to be appearing on the Mega CD. No official release dates or prices as yet.

Short Bursts

WAR IS HELLARIOUS



Meet Generals Chaos and Havoc. These characters lead the armed forces of Morinica and Viceria respectively, two of the most bitter enemies in the history of armed combat.

In an age where war is the ultimate sport you must help the generals by controlling teams, or squads of troops with flame throwers, bazookas or good old-fashioned hand-to-hand fighting techniques. Your goal is simple; conquer

your opponent's capital by wreaking havoc over

50 different battlefields with some serious examples of firepower.

GENERAL CHAOS is the new killer comedy combat game for one or two players from Electronic Arts for the Mega Drive. It's a game of total destruction featuring cartoon graphics and a gritty sense of humour.

Available in August, £44.99.

TECHNO NASTIES



In a time yet to come, the forces of technology and magic clash. It falls to Ronan, Wizard Prince of the Inner Realm, to defend his land from the invasion of the Techlords. He must drive out the demons, pursue them through the portal into the unknown Outer Realm, discover their source and destroy them.

Ronan has over nine different combat spells and four non-combat spells at his disposal for battle over the seven worlds of the Outer Realm. There are also

two trusty bodyguards, Chazz and Farrg, to help him. The player chooses which of these two will accompany him as a computer-controlled ally. Ronan can also call on Indar, a magical falcon that can scout ahead to find the enemy.

TECHNOCLASH is an epic adventure from Electronic Arts. Over 60 levels of near-top-down perspective battle action await as well as challenges to complete certain tasks. **TECHNOCLASH** will be available for the Mega Drive in August, £44.99.

SONIC 2 BY THE BOOK



Prepare to learn the real inside info on **SONIC THE HEDGEHOG 2**, with probably the best book ever written on the game (er...is that what you wanted me to say, Tony?). Written by STC's own Tony Takoushi it is the definitive walkthrough guide to **SONIC 2**, with detailed maps and full written description of how to get through the game.

There are also special sections and exclusive pictures of zones never before seen in **SONIC 2**. The Wood Zone and Hidden Palace Zone were in the development versions of **SONIC 2** but were later dropped. Exclusive pictures and the real cheat screen are all revealed.

For those that cannot wait there is also an exclusive preview of the CD **SONIC THE HEDGEHOG** with descriptions of how it plays and how it is different from the Mega Drive version of **SONIC 2**.

SONIC THE HEDGEHOG 2 is the first of the **SEGA SOLID GOLD GUIDES** from Hippo books. Other games will be featured in future guides. It's on sale June 18th at a reasonable £3.99.

(Okay, Tony, that's another fiver you owe me, Tony? Where'd he go?)

GRAPHICS Zone

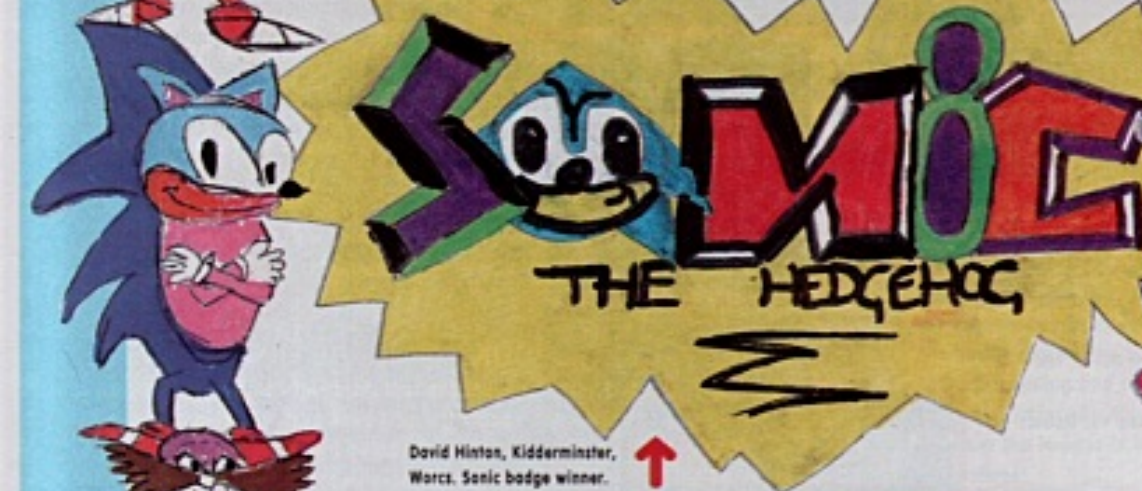


Michelle Fraser, Southwick West, Sussex.
MD owner. Sonic badge winner. →

Elliot Jay Stocks, Orpington,
Kent. Would-be MD owner.
Sonic badge winner. ↓



Well, Boomers, you've done it now. What? I'll tell you. You've sent in so many drawings to STC that we don't know what to do with them! Well, the humes-who-think-they're-in-charge don't know what to do. An intelligent droid like myself knew what to do straight away - open up a special new zone to display your fab works of art. Welcome to the Graphics Zone. Every drawing printed here wins a groovy Sonic 2 badge.



David Hinton, Kidderminster,
Worcs. Sonic badge winner. ↑

Anthony Austin,
Maldstone,
Kent. MD
owner.
Sonic
badge
winner. ←



← Barry Aldridge,
Stockport, Ches.
MD owner. Sonic
badge winner.

← Sonic's girlfriend,
Sonique (?)
by Ben Cook,
Great Dunmow,
Essex. MD owner.
Sonic badge
winner.





The Legend of the GOLDEN AXE



Citadel of Dead Souls

Part 4

AX-BATTLER AND GILIUS-THUNDERHEAD HAVE BEEN AMBUSHED AT THE ENTRANCE TO CORPSELANDS. INSIDE TYRIS-FLARE IS ABOUT TO BE SACRIFICED.

DEMONS OF DEATH—
KILL MY
ENEMIES!

UH— YOU
WON'T STOP US
THAT EASILY,
UL—TIMA!

ACK-A-
CLACK!

THESE GUYS
LOOK AS HUNGRY
AS I FEEL!

STICKKSS!

TAK!

TOK!

TEK!

OUT
THE WAY,
SKINNY!

DOK!

THE SUN
RISES. THE
SACRIFICE BEGINS.
TYRIS-FLARE
WILL DIE!

WRONG,
WITCH! GILIUS-
MID-LEVEL
SPELL!

POWER OF EARTH,
I COMMAND THEE.
DESTROY THE BONEY
ONES AND UL-TIMA!

EEURGH!

KRACKRUNCH!

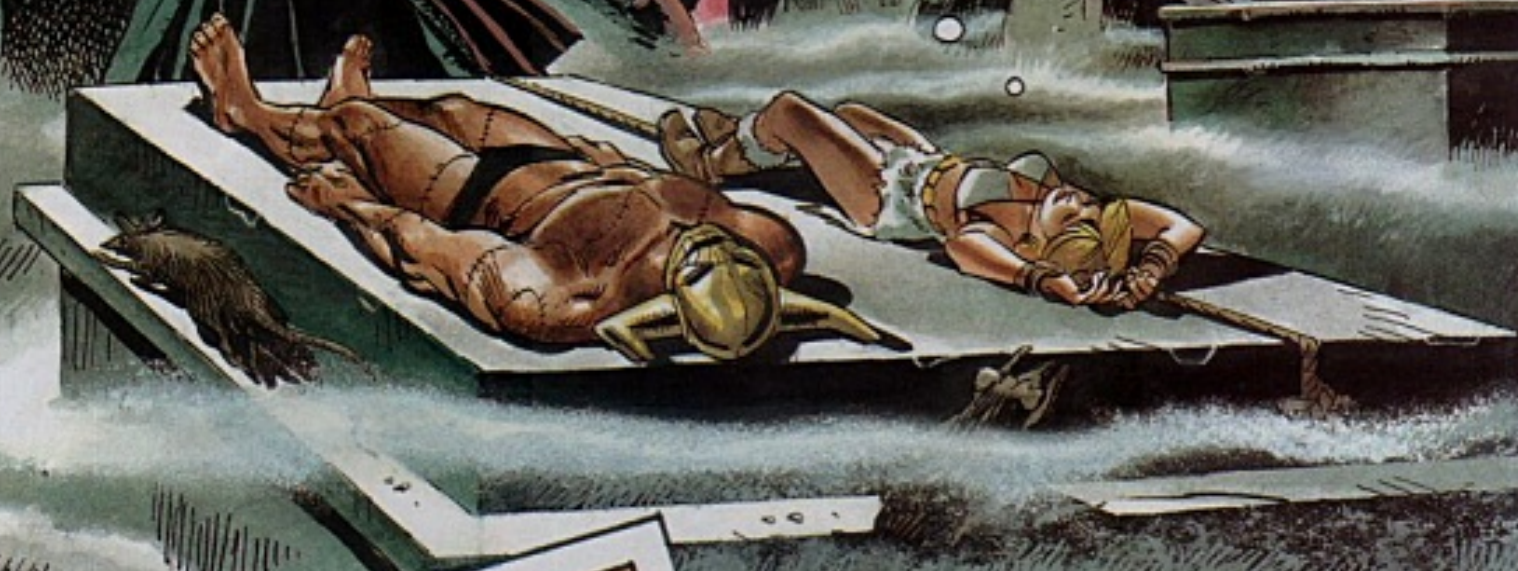
THUD!

YOU
GOT THEM,
GILIUS!

WITHIN CORPSELANDS, AN
EVIL CEREMONY BEGINS IN
FRONT OF DARK GULD'S TOMB.

DEMON LORD OF THE
DEAD, BY THE POWER OF
THE GOLDEN AXE AND THE
BLOOD OF TYRIS-FLARE, I, THE
SORCERER BLACKSPELL,
COMMAND YOU...

GUN RISING -
NOT A MOMENT TOO
SOON. CAN FEEL MY
MAGIC STRENGTHENING...



...GEND
DARK GULD
BACK TO
US...

... AND ACCEPT
THIS SACRIFICE
OF ONE WHO
SENT HIM TO YOU.
MUST
CONCENTRATE...

POWER OF
FIRE I COMMAND
THEE. BURN THE
ROPE THAT BIND
ME.

DEMON LORD,
TAKE THIS
FEMALE!







SUDDENLY...

UGRUGRUGROOO!
RORAAAA!

THE TOMB!
SOMETHING
AWFUL'S
HAPPENING!

THE WHOLE
PLACE IS SHAKING!
HIT THE DIRT!



NEXT ISSUE: FIREDRAKE FELL.

Q Zone

special

JAMES BOND THE DUEL THE SOLUTION

The Mega Drive version of James Bond - The Duel (STC 1 - 79%, Domark £39.99) is a fine platform game. Q Zone brings you the solution, and how to help 007 save the world once again!



Level 1 3 HOSTAGES

Start by going down the ladders where the arrows are, then go right. Once the first girl is rescued go back to the start. Now go up the next ladder and walk across the top of the boat, get the second girl and climb down the ladders. Run down the steps and keep going right. Climb down the next ladder and walk slowly to the right. Shoot the guard, and as soon as you see the submarine quickly run to the left to avoid being hit. Now climb up the ladder to your right, and run watching out for the guards as you go.

Go down the next ladder and onto a boat. Walk to the right edge, and shoot the guard on the next one. Then jump right, and right again. Climb up the ladder, and run left. Pick up the Q Case, then go right to the end and climb up the ladder. Run left, being careful in jumping the gaps. Go up the next ladder, go right, then up another ladder to collect the final girl.

Now go right, and down the next ladder. Jump over the bomb, jump on the next platform, kill the guard, then travel down the lift. Now stand on the steps, and shoot the guard by firing up.

BOSS ONE JAWS

Jaws will keep walking left to right. Stay on the steps and keep firing up when he comes near. Repeat until he is dead, then collect the heart for vital energy. Go back and activate the bomb, return to the steps and run right. Stand about an inch from the lift shaft and jump on. Go left to Exit at the bottom, and jump onto the submarine when it appears.



Stand in this position when attempting to eliminate Jaws. Keep firing up, and even his steel teeth won't help him!



You don't need any black magic here. Just keep 007 crouched down like this, and keep on firing to destroy the voodoo man.



Throw grenades and bullets to blow this boss into the sky, but make sure you keep your distance when the ship starts throwing fire.

Level 2 7 HOSTAGES

Wait, then kill the guard. Jump across the pit, and climb up the first tree. When you see the rope jump onto it and go left to rescue girl one. Continue climbing up the trees to the green ladder and go up to rescue girl two. Climb down and go right to the top platform.

BOSS TWO VODOO DOCTOR

Walk to the right slowly, and stay crouched down. The doctor will come out of the ground and start firing at you. Keep shooting until he is dead. Go right and climb up the next tree to rescue the third girl. Go back past the dead doctor, and climb down into the second room. Walk left into a chamber, and up the ladders for the fourth girl. Climb down and go right. Climb to the 1st branch of the next tree, and jump right avoiding the pit. Walk right, fall into the next pit, rescue the 5th girl and climb up the ladders. Walk left, climb up the ladder and collect the Q Case to the left on the 1st platform. Climb to the very top and walk slowly right.

BOSS THREE HOVERSHIP

Keep firing at the ship, but keep out the way of it's fire. Using your grenades will help. Once gone, run to the right and jump to the far side of the air jets. They will throw you onto a tree branch. From here go right to rescue the 6th girl. Drop down to the ground, and walk left to get the final girl. Go right and up a slope. Wait for the lift to go down and jump on it. At the bottom go left to activate the bomb, then right to the end to level 3.

Level 3

4 HOSTAGES

Get on the lift and go to the top floor. Run right, and down to rescue the 1st girl. Go all the way back, and take the lift to the bottom floor to rescue the 2nd girl. Walk right, and jump onto the moving platform. Make sure you jump onto the island in the middle to avoid the bombs. Once across, walk right and up the ladder. Once at the top, take the lift up to the next platform and go left to get the 3rd girl. Go down on the lift and jump right over the gap. Be careful not to get hit by the bombs. Climb up onto the next platform.

BOSS FOUR MAYDAY

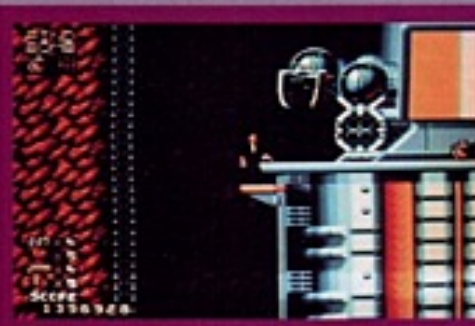
Stay where you are and keep shooting up at her until she is dead. Climb up and collect the heart, then walk right near the lava. When the trolley comes along, jump up to grab onto it. Drop off it and land the right hand side of the guard, immediately shoot him and climb down the ladders to save the 4th girl. Go all the way back to the main platform, then go left and up to get on the lift. Get off on the next platform and collect the Q Case. Go all the way up to the top of the building.

BOSS FIVE WHEEL COGS

Make sure you stand on the left hand side of the last lift going up - this way you don't get hurt by the boss. Jump onto the platform and keep shooting until it blows up. When it's gone, set the bomb off and run like mad to your right and climb down all of the platforms. Then go right and up. Jump on the trolley to get to the right and it's level 4.



This girl's a nasty piece of work. Go anywhere near her, and you WILL be dead. Just keep shooting up, stand as it shows here, and you will have no problems.



Make sure James stands on the left hand side of the lift as he approaches this boss, then fire like crazy.



The main problem here is the time. Just keep shooting, but back off when he fires, and hopefully you'll live to see the final challenge!



Oddjob is the man with that lethal bowler hat. To dispose of this menace stand as shown above and keep shooting while crouched down to avoid the hat.

Top Tips

Climbing down the ladders is very slow. A better method is to press A and Down. This will take you down at speed. When the guards are around, the best way to avoid being shot is to press Up in the doorways. The guards will pass you without noticing.

Always pick up the extra ammo after shooting a guard, they really come in handy! Another good way of killing the guards is to crouch down when one approaches. They can't kill you, but you can kill them.



Pressing A and Down on the joystick simultaneously will let 007 slide down the ladder at great speed!

Level 4

5 HOSTAGES

Run right until you come to the end. While doing this be very careful when you jump across the platforms - timing is very important to avoid the fireballs. Make sure your reflexes are fast to shoot the scientists as they are very quick on the draw. Once you are at the end collect the Q Case and go up the ladder to rescue girl one. Jump left and go up the lift. Shoot the guard, jump right, and go up another lift.

Run along to the left until you come to the third fire jet. Again jumping across each one is based on perfect timing. Don't jump across the 3rd jet.

BOSS SIX ODDJOB

Stand crouched down on the edge, this way Oddjob won't be able to hit you when he throws his hat. When he comes to the edge on the other side, keep firing until he is dead then jump across. Continue left and up the next ladder. Go left into a corridor and collect another Q Case at the end. Now go to the top and get the 2nd girl. Climb down, go right and jump onto the space shuttle. Travel across to the right until you come to another corridor. Go along and collect another Q Case, then climb up the ladder. At the top go left across the top of the shuttle. Go to the end of the next corridor to get girl 3.

Go up the lift and at the top you will find the fourth girl. Go right and up the next ladder. Run left to get the last girl. Set off the bomb, climb up the ladder and run right.

BOSS SEVEN MAD PROFESSOR

The time limit is fairly strict here so you need to act fast. Keep throwing your grenades at him and shooting, but watch out for his laser fire. Back off when he shoots then attack again. Repeat until he has gone, then run to your right to meet your final challenge.



Just stand at the top of the ladder, and keep firing at the spaceship. After a number of hits it will blow, and it'll be time for that kiss!

FINAL BOSS JAWS' SPACESHIP

Jaws has somehow come back from the dead after killing him on the first level to try and stop you. He quite kindly throws out ammo from time to time so be quick to pick this up.

He is actually very easy to destroy. Just go straight up the ladder and stand there shooting. Jaws cannot touch you from here, so after a number of hits he will blow up and that blonde will appear. Climb down and go up to her for that long-awaited kiss!

SHION THE WONDER BOY IS TRYING TO STOP A BAND OF DEMONS FROM DEMON WORLD KIDNAPPING THE PEOPLE OF A FISHING VILLAGE.

DON'T RUN. FIGHT THEM!

WAAHH!

WONDER BOY

In
DEMON WORLD
part 3

LOCK HER UP WITH THE REST.

YAAA!

GRIMOMEN, YOU CAN'T WIN!

WELL, WELL. IF IT ISN'T 'WONDER BOY'.

YOU FIGHT WELL ENOUGH.

SHION. MY NAME'S SHION.

LET THE VILLAGERS GO.
OR ELSE.

YOU'D MAKE A GOOD WARRIOR IF YOU COULD CONTROL YOUR TONGUE.

FZAAA...







SPEEDLINES



Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!



Convert

Dear STC,

I think your mag is brilliant. I have got a Nintendo but I think Sega is a thousand times better.

First I wanted a Game Boy, then a Super Nintendo, but now I want a Mega Drive.
OLIVER DEAN, BOURNEMOUTH. MD WISHER. SONIC BADGE WINNER.



Nintendo? Sorry, is this some kind of system I am not aware of? Do they do video games as well?

Worth it

Dear STC,

I love it! Snazzy reviews, brilliant comic strips - STC is filled with news, info, wicked tips and cheats and all for 95p. With some computer mags costing up to £3.00, STC is well worth the money.
PETER WALDRON, EYDON, NORTHANTS. MD OWNER. SONIC BADGE WINNER.



True, Peter, true. You also don't get to suffer with loads of pics of strange-looking humes in STC. Just wonderful me, Megadroid.



GAME GEAR HEROES

Andi Roberts, Altrincham, Ches. GG owner. Sonic badge winner.

Oldfash Attack

Dear STC,

This letter is about Mr Oldfash who made that really awful comment about your mag in the first issue. All I can say is I hope he is reading this because I just hope he falls flat on his face. I think Sonic The Comic is the best.

DORIAN BEADLE, DEVIZES, WILTS. SONIC BADGE WINNER.



Thanks, Dorlan. You weren't alone in wanting to re-arrange Mr Oldfash's facial features. I have a feeling Oldfash is reading this and will be heard from again!

Sad Case

Dear STC,

Come on! 95p for a measly 36 pages of rubbish! For £1.95 I can buy 134 pages of a great Sega magazine.

Dr Robotnik's 'egg' jokes are completely sad and aimed at 6 year-olds, who aren't in general as 'into' Sega as, say, the 9-14 age group. Sonic is hard and strong. The way he is drawn anyone would think Luigi could beat him up! Robotnik, who is meaner than Doomsday from the SUPERMAN comics, is drawn as hard as My Little Pony!

The Review Zone: How can you say Tom & Jerry has better graphics than ROAD RANGERS? Try giving the games a rating on lifespan - something most Sega games lack.

SHINOBI is well-drawn but a bit too complicated for your average 6 year-old.

You're obviously not going to print this letter because you're so bloody chicken.

S MORRIS, LONDON. SONIC BADGE LOSER.



Yeah, yeah. That's a very boring, old challenge, S (why didn't you give your real name?). This sad case prattled on forever about what he didn't like about STC no.1 and achieved the distinction of being the only negative letter out of the thousands we received. Boomers from 8 to 28 loved STC - including 6 year-olds who had no problem with Shinobi!



←
ROBOTNIK
THROWS A
FIT
John
Mulcreavy,
Birmingham.
MD owner.
Sonic badge
winner.

Poet's Corner

Dear Sonic,

I've written a poem about your fab new mag.
Sonic The Comic is really cool
Every fortnight when I get home from school
Go to the shop and get my copy
And read and read 'cos I can't stoppy
JONATHAN CORDELL, WATFORD, HERTS. GG OWNER. SONIC BADGE WINNER.



'Stoppy'? What kind of language is that for an educated hume? Still, I must admit it does scan nicely,
Jonathan.

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!



NEXT ISSUE

SONIC IN SPACE!

Danger on the Death Egg satellite!

**GOLDEN AXE
IN THE AIR!**

Caught by the bird of prey!

**WONDER BOY
UNDER THE SEA!**

Riddle of the bubble jungle!

**SHINOBI
IN TROUBLE!**

Stomped by the Stilt Man!

PLUS

New-look charts!
Now featuring Mega CD hits!
The latest news, reviews,
charts, hints & tips and many
more surprises!

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24th July

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

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